

GSIS

Video Director's Report ASCII File Layout –Fixed Length 2008 Season

Current File Version: 5.0
As of: April 22, 2013

The video director's report lists game plays in a format designed to be easily compared to filmed plays. The file generated each week is named:

CumulativeVDR<season><season type><week number>.txt

An example file name is "CumulativeVDR2001Reg9.txt". The offensive plays for the club are listed first, followed by the defensive plays, and finally the special teams plays. Plays within a play type section appear in the order that they occurred during the game. The file is a fixed length plain text file. The file will be generated twice a week: Sunday night, and again on Monday night.

Each play in the game will be listed twice in this file: once from the home team's perspective, and once from the visiting team's perspective. Special teams plays, which do not have a perspective, are duplicated in this file. The version of the game from the home team's perspective is listed first, followed by the visiting team's perspective of the game.

Video director's report file fields:

Field Name	Field Type	Length	Description
Game Key	Numeric	5	GSIS game identification number for the game
Home Club Code	Text	3	Three character code for the home club
Visiting Club Code	Text	3	Three character code for the visiting club
Game Date	Date	10	Date the game started
Quarter	Numeric	1	Quarter the play occurred in
Possession Team	Text	3	Team that had possession at the beginning of the play
Type of Play	Text	1	Type of play represented by the line represented by a code of O for an offensive play, D for a defensive play, and S for a special teams play. Plays consisting only of comments, time outs, end of game, or end of quarter events are not included. The following rules are tested for determining play type: First, if the offensive formation is punt, field goal, or kick, the play is a special teams play. If the formation is not listed, and a punt, field goal, extra point or a kickoff occurred, the play is a special teams play. Otherwise, the play is considered an offensive play for the possession team, and a defensive play for the team that does not have possession.
Series Number	Numeric	2	Series number by team that the play was a part of. Not included for special teams plays or two point conversion attempts.
Play Number in Series	Numeric	3	Number the play was in the series. Not included for special teams plays or two point conversion attempts.
Play Number by Team	Numeric	3	Cumulative play number across entire game for the team. Not included for special teams plays. Two point conversion attempts are included, and increment this number.
Universal Time Clock	Text	8	Clock time of the play, in Greenwich Mean Time (Universal Time). This is in format of hh:mm:ss, as a 24 hour clock.
Game Clock	Text	5	Time the play started. If null, then no time was entered for the play.
Down	Numeric	1	Down at the beginning of the play for the offensive team
Distance	Numeric	2	Number of yards needed for a first down
Field Position	Text	3	Which side of the field the ball started on
Yard Line	Numeric	2	Yard line the ball started the play at
Hash Mark	Text	6	Hash mark the ball was spotted at
Pass Result	Text	2	For passing plays only, what the result of the play was. Can be one of the following values: C for a completion, I for a pass incomplection, IN for an interception, S for a sack, and R for a quarterback scramble. An intercepted lateral is not considered an interception for the purposes of determining the play's Pass Result.

Ball Carrier	Text	3	Jersey number of the primary player on the team. Will almost always be a number. For a pass reception, it will be the receiver. For an incomplection or an interception, it will be the intended receiver. For a rushing play, it will be the jersey number of the rusher. For a sack play, it will be the player who was sacked. For a punt or kickoff, the player who returned the kick will be listed.
Play Result	Numeric	3	Number of yards gained or lost on the play. This is calculated as the difference between the starting yard line and the ending yard line, from the perspective of the team with possession at the beginning of the play. For interceptions only, the Play Result will always be listed as zero.
How Series Began	Text	20	Description of how the series began. Will only appear on the first play of the series. If the first play of the series is a special teams play, it will also be listed on the second play of the series.
How Series Ended	Text	20	Description of how the series ended. Will only appear on the last offensive play of the series, as calculated by GSIS. If the series ended with a special teams play, it will also be listed on the special teams play.
Special Teams Play Type	Text	20	Will only appear on special teams plays. The type is what kind of special teams play occurred: a punt, punt return, kickoff, kickoff return, field goal, field goal rush, extra point, or extra point rush. The type listed depends on the club of the file: one file will have an offensive special teams type, and the other file will have the corresponding defensive special teams type for the same play.
Penalty Code	Text	30	Three character penalty code, if the play had a penalty. If multiple infractions occurred on the play, they will be delimited by semi-colons. Declined, offsetting, and superceded penalties are included in this field.
Penalty Jersey Numbers	Text	40	Jersey number, with team the player was on, that was penalized if the play had a penalty. If multiple infractions occurred on the play, each player will be delimited by semi-colons.
Penalty Yards	Numeric	3	Number of yards gained or lost as the result of accepted penalties on the play, from the viewpoint of the possession team.
Home Club Score	Numeric	3	Score for the home club at the start of the play
Visiting Club Score	Numeric	3	Score for the visiting team at the start of the play
Home Team Players on the Field	Text	35	Semi-colon delimited list of all the players on the field for the home club at the start of the play. This information was not available in versions of the file older then 3.1. Starting with version 3.1, a list of players who appear in the play by play for the home team for that play will be listed in this field. This is unlikely to include every player on the field for the team on the play.
Visiting Team Players on the Field	Text	35	Semi-colon delimited list of all the players on the field for the visiting team at the start of the play. This information was not available in versions of the file older then 3.1. Starting with version 3.1, a list of players who appear in the play by play for the visitor team for that play will be listed in this field. This is unlikely to include every player on the field for the team on the play.
Quarterback Jersey Number	Text	3	Jersey number of the quarterback involved with the play. Will only be included for passing plays.
Defender 1	Text	3	Jersey number of the primary defender on the play. The primary defender is the one credited with a sack, pass defence, tackle, a forced fumble, blocked kick, or an assist. When multiple defenders are involved in a play, the following order is checked: forced fumbles, blocked kicks, pass defence (by interception), sack, tackle, pass defence, assist.
Defender 2	Text	3	Jersey number of a second defender credited with a defensive statistic on the play.
Extra Point	Text	2	Two character code indicating the type and outcome of an extra point attempt. Can be one of the following values: KG (kick, good), KN (kick, no good), PG (pass, good) PN (pass, no good), RG (run, good), RN (run, no good).
Offense Play Result	Numeric	3	The number of yards gained by the offense, excluding penalty yardage. The yardage is calculated up to the first change of possession, i.e. fumble yardage by either team is not included. Exception: if a fumble ends a drive, and the fumble was recovered before the spot of the fumble, that play result is measured to the spot of the fumble recovery. Interceptions will have a play result of 0. Kickoffs will have the same value as the play result column.
Play Nullified by Penalty	Text	1	Y if the play was nullified by a penalty, else N
Kick Return Yardage	Numeric	3	The length of the punt or kickoff return. If there are laterals on the return this field contains the length of the first player's return. It doesn't include any lateral yardage.

PlayID	Numeric	6	The GSIS Play ID.
Fumble Jersey Numbers	Text	23	Jersey number, with team the player was on, for a player that fumbled the ball. If multiple players fumbled the ball, each player will be delimited by semi-colons.
Play Sequence	Numeric	3	When the play happened chronologically. The first play has a sequence number of 1, the second play has a sequence number of 2, etc. You can use this field to sort all the plays from the first play to the last play.
Kick Return Yardage Disregarding Penalties	Numeric	3	The length of the punt or kickoff return ignoring any penalties. This field contains the length of the return as it's listed in the play by play. If there are laterals on the return this field contains the length of the first player's return. It doesn't include any lateral yardage.
Home Club Score Before Play	Numeric	3	Score for the home club at the start of the play
Visiting Club Score Before Play	Numeric	3	Score for the visiting team at the start of the play
PassLength	Numeric	3	Length of pass from line-of-scrimmage to receiver. Lateral yardage after the initial catch is ignored.
YardsAfterCatch	Numeric	3	Number of yards gained after reception. Lateral yardage after the initial catch is ignored.
Quarterback Hit Jersey Numbers	Text	7	Jersey number of the player that knocked the quarterback down. If two players received credit for knocking the quarterback down a semi-colons will delimit the two jersey numbers.
Kick Length	Numeric	3	Length of the kick. For kickoffs, includes end zone yards for kickoffs that end in a touchback. For punts, does not include end zone yards for punts that end in a touchback. For field goals, the length of the attempt. Does not include blocked field goals or blocked punts. Onside kicks are included.
Kick Result	Text	1	How a punt or kickoff ended. Can be one of the following values: T (touchback), D (downed), F (fair catch), R (returned), O (out of bounds) , B (blocked), M (muffed), S (successful onside kick recovered by kicking team)

Version History

Changes in Version 5.0:

- 1) Added PassLength, YardsAfterCatch, Quarterback Hit Jersey Numbers, Kick Length, Kick Result fields.

Changes in Version 4.3:

- 1) Added the Kick Return Yardage Disregarding Penalties field. Clarified the Kick Return Yardage field's description.
- 2) Added the Home Club Score Before Play and Visiting Club Score Before Play fields. Clarified the Home Club Score and Visiting Club Score field descriptions.

Changes in Version 4.2:

- 1) Expanded the Penalty Code field to 30 characters
- 2) Expanded the Penalty Jersey Number field to 40 characters

Changes in Version 4.1:

- 1) Added the Play Sequence field

Changes in Version 4.0:

- 1) Added the PlayID and Fumble Jersey Number fields.
- 2) Two new Series End Descriptions were added: Interception-TD and Fumble-TD. If an interception was returned for a touchdown, or the defense recovers a fumble and returns it for a touchdown, the drive will end with Interception-TD and Fumble-TD, respectively. Previously, such drives had a Series End Description of Interception and Fumble, respectively. Drives which end because of an interception or fumble, and the defense did not return the ball for a touchdown, will continue to have Series End Descriptions of Interception and Fumble, respectively.

Changes in Version 3.0:

- 1) Changed Ball Carrier, Quarterback Jersey Number, Defender 1, and Defender 2 fields to be three characters in width from 2.